

Variant Rules

Stress and Ego

Tumbling too Fast?

Some tables may feel the Stress and Ego rules presented in the book cause pilots to degrade too fast in campaigns of medium or greater length. On average, most characters can endure about five Stress or Ego Breaks, retiring on their sixth.

Stress, in particular, has many different triggers and causes, ranging from Hit Effects to Angel Powers and even the Pilot's own Talents. With all these sources, challenging fights are more than capable of causing a break on a fresh Stress pool. Put simply, Stress is more common than Ego damage by far.

While rare, angels who are specialized in Ego Damage can quickly put characters into *several* breaks in a single encounter. Some of these abilities have very little in the way of defense as well, meaning that in these encounters, all pilots can be expected to gain a substantial amount of Ego Damage.

The following rules are suggested for campaigns of at least medium length to ensure characters aren't retired "too early". Not all the rules need, or even should, be used together.

Acting Out

In earlier versions, pilots had options to recover from stressful ordeals. This rules variant is perhaps the most complicated presented here, but it restores that option.

During character creation, players must designate at least one of their Aspects as a Flawed Aspect. As the name implies, a Flawed Aspect (or simply Flaw) is a part of their character that holds them back in a major way. When creating Flaws, the player must choose whether it is a Stress Flaw or an Ego Flaw, tying it to one of these pools. A character may only have one Stress Flaw and one Ego Flaw, and if they are given the opportunity to replace these Aspects, their new Aspect (if Flawed) must be of the same type.

Flaws can be triggered and used just as normal Aspects to gain Luck, however the player also has the option to decline the Luck in order to remove 1d6 Stress or Ego from their pools, to the nearest multiple of 10. For example, a player who rolls a 6 on the die and has 24 Stress may lower their Stress Pool to 20. This is known as Acting Out.

In order to qualify for this benefit, the Flaw must be roleplayed in such a way that it causes a meaningful setback to the character or group. Acting Out in ways that do not cause either the character or the group genuine trouble have no benefit. Kind GMs may offer the player the Luck reward instead if the pilot's Acting Out does not qualify.

Options

- Offer a set amount of recovery instead of rolling (3 Minimum)
- Limit the recovery from Acting Out to the nearest multiple of 5 instead.
- Players may only Act Out once before they exceed their next multiple of 10 in their Stress or Ego Pools. For example, a pilot Acts Out when he has 17 Ego. He may not Act Out again until he has at least 21 Ego.

I've Become so Numb

This option allows pilots to become more inured to further damage the farther they fall. When a pilot gains their 1st Rank of a Trauma, they henceforth gain 1 less Stress or Ego (depending on which Break caused the Trauma) to a minimum of 1. At 3rd Rank, this expands to 2 less. No matter how many Traumas a pilot has, they can only gain this benefit once each for Stress and Ego. This stacks with Talents such as Jaded.

Assets and Drawbacks

Granted Aspects

Some Assets or Drawbacks may grant other pilots access to a special kind of Aspect they would not normally have in order to incentivize certain kinds of roleplaying. Granted Aspects may be triggered according to their stipulations in order to gain Luck. A character may only benefit from one Granted Aspect per session, no matter how many Granted Aspects they may have.

Assets

Combat Training

Physical

Depth Value: 10

All the other kids with the pumped up kicks better outrun your gun. You begin Proficient in the Combat Restricted Skill.

Special: This Asset may only be taken by the Derelict, Manufactured, and Neo-Spartan Roots.

Dummy Plug

Other

Depth Value: 10

Effect: The Evangelion has been outfitted with an experimental auto-pilot system that can be activated if Nerv deems the pilot to be unfit for battle. If the character would be rendered unconscious, or otherwise unable to meaningfully continue fighting, they may roll a 1d10. On a

result of 1, the Dummy Plug is rejected by the Evangelion and will not activate this battle. On any other result the Dummy Plug activates and the Evangelion continues to fight. While the player continues to direct the Evangelion, the Evangelion is moving on auto-pilot--it no longer benefits from any of the pilot's Talents and makes any Test except Eva Martial and Firearms at -10. Each time the Dummy Plug is activated, apply a cumulative -2 modifier to the activation roll 1d10 roll. Should the modifier reach -10, the Dummy Plug will no longer function but the Pilot gains a Construction Feature of their choice as resources and funding are directed elsewhere.

Special: The GM may activate this once, and only once, to take control of the Evangelion for whatever purpose they see fit. Should they do so, the Dummy Plug will never function again, but the pilot gains a Mutation Feature of their choice as compensation.

Extra Special

Other

Depth Value: 5

Effect: The Evangelion gains an additional History or Experimental Distinguishing Feature of the player's choice.

Tenacious

Other

Depth Value: 10

Effect: The character is a glutton for suffering, getting back up over and over again even when others would have given up. When the character suffers a Break, their Stress or Ego Pool is only reduced by 4.

Testbed

Other

Depth Value: 10

Effect: Either the Evangelion was part of a failed research project or they have been slated to test the next generation of Evangelion weaponry. The Evangelion gains the Weapons Testing upgrade.

Drawbacks

Dependent (Revised)

Social

Depth Value: 5

Effect: The pilot's sense of self-worth is overly influenced by the opinions of others. Choose one person to become emotionally dependent on. They seek that person's approval whenever possible, and if that person ever openly scorns the pilot, they gain 1d6 Stress and must choose a new person to become emotionally dependent on by the start of the next session. If another

pilot is chosen for this Drawback, they find the Dependent's neediness to be a burden. If they openly scorn the Dependent, the catharsis allows them to recover Stress equal to the amount the Dependent gains. They can only benefit from this once before their next Stress Break.

Special: You must get permission from the pilot's player before choosing them for this Drawback.

Every Man for Himself (Revised)

Other

Depth value: 5

Effect: The character suffers from an incredible lack of trust in his fellow man, one which is not entirely undeserved. Whenever they are presented with an opportunity where they must trust someone else with something they feel is important, they are required to bet 1 Luck. If no Luck is bet, they must decline to trust that person at this time and refuse to cooperate with them on this matter. If the Luck is bet, and the trust is not betrayed, the Luck returns to this player's control. If, however, the character's trust in another appears to have been betrayed the Luck is lost. If a pilot has been trusted, the trusted pilot gains the "Fragile Trust" Granted Aspect. The pilot may willingly betray the trust in order to trigger this Aspect. Until the matter of trust has been resolved, the Luck is unusable.

Special: This Drawback may only be taken by the Derelict Root.

Idolatry

Social

Depth Value: 15

Effect: The pilot has an unhealthy and obsessive attachment to one of their fellow pilots. However, this isn't genuine affection or respect; they worship a perfect, ideal image of their teammate that was invented to fulfil their own emotional needs. The pilot must choose one of the other pilots to be their idol. They need not choose their idol immediately, but it must be selected by the end of the second session.

The pilot overly values their idol's words and opinions, and is easily manipulated by them. The pilot will carry out most of their idol's requests without question. If the pilot wishes to decline their idol's request, they must spend a point of Luck. Spending Luck allows the pilot to decline that particular request for the remainder of the session.

The idol also gains a Aspect called "Letting (You) Down", which they may trigger for Luck as normal. The idol must roleplay how they have failed to meet the pilot's unrealistic expectations in order to benefit. When the idol takes advantage of this Aspect, the pilot gains 1d10 Stress as they struggle to reconcile reality and fantasy. If the idol ever dies or is taken away from the pilot permanently, the pilot immediately gains 2d10+10 Stress as well as 2 Doom.

Special: You must get permission from the pilot's player before choosing them for this Drawback.

Loveshy

Social

Depth Value: 10

Effect: The character is both starved for romantic attention and deathly afraid of it. They are unable to communicate or reciprocate the desire for intimacy because of their crippling fear of rejection and deep-seated feelings of inadequacy. They may only use half their Empathy score for skills when interacting with the opposite sex, as per Repellent.

In addition, close-proximity or provocative encounters with the opposite sex causes them great distress, as does reminders of their own (real or imagined) failures at intimacy. In such situations, the character gains 1d6 Stress and 1 temporary Fatigue. This Fatigue lasts until the stimulation has passed, plus an additional 1d10 minutes (or Intervals). This Fatigue, for as long as it lasts, penalizes the character as normal, and can even cause them to faint. If the character would be subject to this Drawback a second time during their rolled duration, they roll for additional duration but do not gain additional Fatigue.

Pilots of the appropriate sex also gain a "Cruel Temptation" Granted Aspect, so long as they do not possess the Repellent Drawback. The pilots must roleplay out how their actions, intentional or not, trigger the Loveshy character's discomfort in order to benefit. If the Loveshy character ever willingly participates in a meaningful act of intimacy, they increase their Doom by 2 and this Drawback is erased from their character sheet.

Short Fuse

Mental

Depth Value: 5

Effect: The character has a hard time controlling himself when he gets angry. The first time the pilot gains any amount of Stress in a session, they must pass a Composure test or fly into a rage against their better judgement for the next 1d10 minutes (or Intervals as appropriate). In addition to (or perhaps because of) the kicking and screaming, the pilot also gains 1 temporary level of Fatigue until the duration ends. This Fatigue, for as long as it lasts, penalizes the character as normal, and can even cause them to faint.

Revised Distinguishing Features and Upgrades

Distinguishing Features Charts

History

History Features represent extraordinary aspects of the Evangelion's past, such as the mysterious origins of the Eva, or things that might have happened while it was built or tested. Each History Feature contains both a positive and negative attribute.

	Name	Effect
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01-05	REDACTED	Your Eva's history has been systematically erased. Despite being an older model, there is not one file, document, or reference on it before it was transferred to your posting. Weird. No effect.
06-15	Field Testing	This Evangelion has been selected to give crucial testing to experimental prototype weapons. Choose one technology not otherwise available in your campaign. This Eva may purchase weapons of that Technology for 1 Requisition more than its listed price. If this Technology ever becomes available in the campaign, the Eva may purchase these weapons for 1 less Requisition instead, to a minimum of 1. The Eva generates 1 fewer Nerv Resources every battle, regardless of if it makes use of these prototypes.
16-25	Resurrected	During initial testing, there was a cataclysmic core failure that nearly destroyed the Eva entirely. Its fractured nature provides a unique buffer in the feedback response, reducing your SR by 5 while you are its pilot but increasing your Strain Threshold by 1.
26-35	Outside Funding	Your Evangelion was paid for by some other group, be it a corporation or a country or some less public organization. This organization outfits your Evangelion well, but is stingy with its support to Nerv. You gain 1 Requisition, but only generate 2 Nerv Resources each battle.
36-45	Angelic Core	Something about your Eva's core is in tune with the Angels you fight, and this insight spills over into your head during contact with the enemy. Once per combat, you can roll a test you make against an Angel twice and take the better result. However, this attunement goes both ways; once per combat, the angel can use the same ability on any test it makes against you.
46-55	Echo	They say that this Eva had another pilot before you, a test pilot who died in the plug somehow. You certainly feel like there is someone else in there with you, sometimes. Voices. Flashes of memories that are not yours. You begin play with a +5 SR, but whenever your Synch Ratio changes enough to shift your row on the table during a battle, you gain 1 Stress or 1 Ego (your choice).
56-65	Relentless	The Eva has a particular hatred for the enemy that drives it to fight beyond its means. Nerv is at a loss to explain this incredible behavior. In any Round where you make an attack action against an Angel, you do not use up a round of power. However, you have 1 fewer rounds of battery time overall.
66-75	Excavated	Rumor has it that, crazy as it sounds, some parts of your Eva were dug out of the ground rather than built. But that's just nonsense, right? +1 Armor, -5 Reflexes.
76-85	Science Project	Your Eva's core was originally intended for research purposes, not actual combat use. You gain 3 AT Potential each turn instead of 2, but start with 1 less Toughness.

86-95	Mismanaged	Due to UN meddling and a mountain of erroneous paperwork, your Evangelion was never given the budget for more sophisticated weapon technologies. Despite this setback, the extra money and time has allowed your crew to perfect what weapons they did have access to. General Technology weapons you requisition gain Proven (3), but all other technologies have their Requisition cost increased by 1.
96-00	Destined to Meet	This Eva seems strangely suited to you. Pick one other History and keep it.

Experimental

Experimental Features represent cutting edge technologies tested in the design of the Eva, usually ones that are either so recent that it was too late to apply them to the other units, or represent dead ends in production that were never replicated in later projects. Each Experimental Feature contains both a positive and negative attribute.

Roll	Name	Effect
01-08	Back to the Drawing Board	Whatever they tried to do, it didn't work. Despite the amazing claims in your documentation, the Eva doesn't perform any better or any worse than normal.
09-16	Bonded	Your Evangelion has been adjusted to respond to you via a psychic link to the unit. No other pilot can operate your Evangelion and your close connection grants you +5 SR, but the first time your Eva suffers a Critical Hit in a battle you gain 1 Fatigue from sympathetic pain in addition to any other effects.
17-23	Armor Lattice	The Eva's armor is honeycombed with structural supports and crumple zones, capable of taking an impressive amount of damage, but leaving the Eva more vulnerable than ever afterwards. Each battle, you may reduce a single Hit Effect roll against you by 1d6, but take twice the reduction as Soft Damage afterwards.
24-31	Unstable Circuits	An attempt to improve the Synchronization circuits that ended in mixed results, it would be too expensive to replace them all now. At the start of battle, roll 2d6. If the total is even, increase your Synch Ratio by that amount for this battle. On an odd number, decrease your Synch Ratio by that amount this battle instead.

32-38	Edged Armor	The Evangelion's armor plating has been altered to include several spikes or bladed fins to assist in close quarters combat, however this design is cumbersome and awkward. The Evangelion has -5 Reflexes, but is always considered to be armed with a Combat Knife that cannot be disarmed or destroyed.
39-46	Precarious Design	The Eva is equipped with a complex system of shock absorbers, reactive charges, and cooling systems designed to keep the Eva operating even under extreme damage. Unfortunately, if overwhelmed this same system can backfire terribly. The Eva's Toughness increases by 2, but any Critical Hit against this Eva is treated as having the Explosive quality. Glancing Hits are unaffected.
47-54	Psychoactive Frame	This Eva's is designed with a unique support system, using the AT Field itself to strengthen the materials of the Eva. The Eva gains +1 Armor, and +1 Toughness, but it always treats its ATS as one less than normal for the purposes of minimum ATS on AT Powers.
55-61	Customized Controls	The plug interior has been tailored to your needs, promoting a finer level of control. Choose either Eva Martial or Firearms. Increase your chosen score by +3 and decrease the other by -3.
62-68	Limiter Release	The Eva is designed to operate at unsafe capacity in short bursts. The player may choose to use one extra Stamina on their turn (and only on their turn) even if no Stamina would normally be available to them, but gain 1 Fatigue and are Staggered on the following turn.
69-76	X19 Organ	Experiments in the Eva's biology have yet to produce a functional S2 power source, but some of them do have their uses. The X19 Organ increases the Eva's Strength by 1, but the Eva's maximum AT Potential is reduced by 1.
77-84	Field Disruptor	The Evangelion is outfitted with exotic particle generators, flushing the area around it and weakening nearby AT Fields. The Eva's Neutralization range increases from 1 to 2, but the radiation is not good for your health. -4 Physique.
85-91	Multipylon	The Evangelion is weighed down by a single, wide structure across its shoulders. The Eva has 3 Wing Dock slots instead of the normal 2, but has a -10 Reflexes.

92-00	Work Order	Make a formal request to the engineering team. Pick one other Experimental and keep it.
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Construction

Construction Features represent special hardware intentionally added to the Evangelion, either to specialize it for a role or under the decision of the engineers that built it. Construction Features are entirely positive.

Roll	Name	Effect
01-07	Comms Array	The Eva is outfitted with advanced broadcasting equipment, and generates an additional Nerv Resources at the start of every battle.
08-14	Auto-Balancer	The Eva has an advanced system designed to keep it balanced and upright. The pilot gains a +10 to all Finesse Tests in the Eva.
15-21	Heavy Armor	The armor on this Evangelion may not be any stronger, but there sure is a lot of it. Increase the Evangelion's Armor by 1.
22-28	Extra Battery	The Evangelion replaces some of its internal organs with extra batteries, increasing its operation time by 1 round.
29-35	Sleek	This Eva was built with fluid motion and flexibility in mind. The Eva begins play with the Faster upgrade.
36-42	Blast Shield	One arm of the player's choice has a large protective shield on its upper arm, making it more durable. The Eva starts with the 'Ablative Shield' upgrade.
43-49	Prehensile Port	The Eva's umbilical plug is on a motorized swivel, designed to move the umbilical out of the way of enemy attacks as best it can. The first time the Eva's Umbilical would be destroyed in battle, it miraculously survives.
50-56	Reinforced Joints	The Magi predict a 99.99% chance that an Evangelion will lose a limb within its first two sorties. This retrofit lowers that chance to a much more respectable 90%. Begin play with the Reinforced Joints upgrade.
57-63	Onboard Medical	Once per session, the pilot of this Evangelion may use Remote Care on himself with no required purchase of it using Nerv Resources. It may not be used on or by anyone else, though it requires no Action to use.

64-70	Advanced HUD	The Entry plug setup of this Eva is unique, assisting with weapon targeting. The player gains a +3 Miscellaneous bonus to Eva Firearms.
71-77	Well Equipped	This Eva is provisioned by a sponsor, or perhaps just another Nerv Base with a better R&D budget. The Eva starts with the Advanced Equipment upgrade.
78-84	Eject Button	Built with safety of the pilot in mind, this Eva can be left with the press of a button. The Eva starts with the Escape Plan upgrade.
85-91	Markerlight	This Eva has come with some optional equipment for the wing pylons for free. How thoughtful. The Eva starts with the Wing Loadout(Markerlight) upgrade.
92-00	Self-Destruct	The Player may, as a 1 Stamina action, set their Evangelion to explode. This can be set on a timer between 1 and 5 Intervals, or triggered immediately. When the Eva explodes, it deals 10 Soft Damage, followed by a Critical Hit to a single random body location, to everything Engaged with it. The Eva is then Defeated, may not Berserk for the rest of the session, and if the Pilot has not already successfully ejected they must Defy Fate or gain a Critical Injury.

Mutation

Mutation Features represent organic quirks of the Evangelion, either naturally emergent or intentionally provoked, that work to the Eva's benefit. Mutation Features are entirely positive.

Roll	Name	Effect
01-07	Necrotic	The Evangelion's flesh looks and smells like something dead. The Eva gains +2 Toughness.
08-14	Giant	The Evangelion beneath the armor is a powerful beast, noticeably stockier than a normal Eva. The Eva gains +1 Strength.
15-21	Runt	Smaller and sleeker than other Evas, this Eva is easily missed. Literally. The Eva gains a +5 Bonus to Guard against Eva Firearms attacks.
22-28	Extremophile	The Eva is naturally adapted to very deadly environments. It treats sea pressure depth as one category less, takes half damage from being On Fire, and can survive in Space unharmed.
29-35	Cold-Blooded	The Evangelion's strange, almost scaly skin soaks up heat like a sponge. The Evangelion's Armor is treated as 1 higher against Energy attacks.

36-42	Unrestrained Jaw	The Evangelion's face is split by a toothy maw, should the pilot care to use it. The Evangelion begins play with Natural Weapon (Bite).
43-49	Acid Blood	What flows through this Eva's veins is highly caustic. The first time this Eva suffers a Critical Hit from a melee attack, it automatically deals 2d6 Soft Damage to the enemy that harmed it.
50-56	Iron Ribcage	The chest of the Eva is hard to break open, providing an uncommon level of protection. Once per battle, you can reduce any Hit Effect made against the Eva's body by 2.
57-63	Regeneration	This Eva Heals faster than normal, sometimes fast enough to see it happen. Once per battle, choose and remove a single Hit Effect plaguing your Eva on a non-destroyed body location.
64-70	Predatory	The Evas is especially dangerous up close, a true monster. The player gains +3 Miscellaneous bonus to Eva Martial.
71-77	Hard to Kill	Whether due to iron-hard skin or unnaturally good luck, this Eva takes a lot of punishment. The Eva starts with an instance of the Redundant Organs upgrade.
78-84	Angel Hunter	The Eva is a slayer of Angels, tearing through AT Fields with ease. The Eva's Unarmed attacks gain Breach (1).
85-91	Long Stride	The Evangelion is a powerful running machine, and moves up to 1 Sector further on a Run Action.
92-00	Inhuman Leap	The Eva may test the Jump skill to ignore a piece of terrain that would hinder it during any turn where it takes the Move or Run action, or to ignore the Flier trait of an enemy until end of turn. Additionally, the Evangelion takes half damage from falling.

Cosmetic

Cosmetic Features serve to add character to the Evangelion, but aside from making it look cool have no impact on its function. Cosmetic Features never include mechanics.

Roll	Name	Effect

01-04	Cranial Horn	The Eva has a single horn protruding from its forehead.
05-08	Monoeye	The Eva has a single, clearly artificial, sensory apparatus in place of its eyes.
09-12	Clawed Fingers	The Eva's fingers end in what look like wicked claws.
13-16	Hunched Posture	The Eva is always slouching, as if carrying a great weight.
17-20	Vertical Eyes	The eyes of the Eva run vertical rather than horizontal.
21-24	Extra Eyes	The Eva has between 3 and 6 eyes.
25-28	Ornament	The Eva has a useless, but aesthetically pleasing, artifact attached to its face or chest.
29-32	Patriotic	The Eva has one or more symbols of the country which made it plastered on its body.
33-36	Glowing Eyes	The Eva's eyes glow with an unhealthy color when active.
37-40	Spinal Fins	The Eva has a series of metal protrusions that jut out from the back.
41-44	Tail	The Eva has a short, useless tail of some kind.
45-48	Twitch	Sometimes, even when offline, the Eva's fingers move slightly.

49-52	Bulldog	The Eva has wider than normal shoulders, giving it a brutish appearance.
53-56	Rainbow	Roll an additional secondary color.
57-60	Horns	The Eva has noticeable, bony protrusions on its head.
61-64	Webbed Fingers	There is a thin, durable membrane between the fingers of the Eva's hands.
65-68	Rusty	The armor of the Eva, while plenty functional, seems old and rusty.
69-72	Vent	The Eva has a tendency to vent small gusts of steam or smoke.
73-76	Venus	The Eva has wider than normal hips, giving it a feminine appearance.
77-80	Blindsight	The Eva has no discernible eyes of any kind.
81-84	Exposed Eyes	The Eva's eyes are exposed and lidless, the eyeball plainly visible and bloodshot.
85-88	Segmented Armor	The Eva's armor has large gaps in it, exposing the tough flesh beneath.
89-92	Mucus	The Evangelion tends to drip an unidentified substance from beneath its armor.
93-96	Luminescent Blood	The Eva's blood softly glows the same color as its Secondary Color.

97-00	Gangly	The Eva's limbs are disproportionately long for its frame.
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Weapons Testing

Effect: Development of new anti-Angel technologies is a priority for Nerv even during this stage of the conflict. At the time that this Upgrade is taken, the player must choose a single weapon that belongs to a Technology that is not yet available to the pilots and costs 2 or fewer Requisition. That player, and that player alone, may deploy with that weapon if they pay for it as normal. If this Technology ever becomes available in the campaign, the player treats their chosen weapon as a Starting Weapon if it is not already and applies one upgrade of their choice to it for free if it is.

Intermissions

Intermissions represent the action and story that occurs when the pilots are not present. In the anime, there were many relevant and important scenes that took place without the Children. In an Intermission, you give the players a chance to step out from the role of the pilots and explore other points of view.

Ensemble Cast

The first thing to do when creating Intermissions is to design the characters to be used, called Conspirators. Conspirators have a Defining Aspect just like pilots do. A Conspirator's Defining Aspect must always describe their role in the story. A list has been provided to provide GMs with a starting point for Conspirator Defining Aspects.

NERV

- Commander
- Vicecommander
- Operations Director
- Head of Security
- Head of Science
- Head of Medicine
- Pilot Handler/Therapist
- Section II Agent
- Technician

School

- Principal
- Teacher

Others

- SEELE Agent
- UN Representative

Advancing the Plot

Conspirators do not possess Personal Scores and are not required to make Tests under most conditions. Instead, they gain access to a shared Luck Pool which they may spend in order to overcome Challenges. A Challenge is any sort of contested event whose outcome is significant and matters. Unless the outcome is of importance to the overall story of the game, Conspirators can be expected to automatically succeed at anything they attempt to do.

At the start of an Intermission the Luck Pool has an amount of Luck equal to 1 + the number of pilots (minimum 3), adding +1 for every Angel defeated. For especially long campaigns, GMs may consider imposing a cap on this resource. Conspirators may spend Luck according to the list below.

Challenges come in four different levels of difficulty.

Minor Challenges represent something the Conspirator must spend a small effort to achieve, but they can be expected to do so reliably and with style.

Moderate Challenges involve significant effort to achieve, but is within the skill and capability of the Conspirator.

Major Challenges are monumental tasks that require the full extent of the Conspirator's skills, connections, and good fortune to accomplish.

Impossible Challenges cannot be attempted for one reason or another. Either it is simply beyond the Conspirator's capabilities, is fundamentally impossible to achieve, or the situation does not allow for the Conspirator to meaningfully affect change.

Resolving Challenges may come with complications. These come in three levels.

Slight Complications represent little quirks or flaws in the implementation that rarely persist past a single scene or event. They add tension to a scene, but are unlikely to be of further consequence.

Severe Complications tend to have lasting problems, persisting for several scenes or requiring further Challenges (or Tests, if pilots get involved) to overcome. Severe complications are often the result of poor planning, insufficient time, a lack of resources, or more.

Extreme Complications make you question whether you overcame the Challenge at all.

Conspirators must settle for an Extreme Consequence because they have no more Luck to spend or a situation simply cannot be improved any further. Further challenges, Tests, and other obstacles are needed in order to truly seal the deal on a Challenge with an Extreme Complication.

1 Cost

- If the GM permits, change a minor detail of the situation in order to make a normally Impossible Challenge possible.
- Overcome a Minor Challenge with Slight Complication.
- Overcome a Moderate Challenge with a Severe Complication.

2 Cost

- If the GM permits, change or influence a relevant detail of the situation in order to make a normally Impossible Challenge possible.
- Overcome a Minor Challenge in the manner of your choosing.
- Overcome a Moderate Challenge with Slight Complication.
- Overcome a Major Challenge with an Extreme Complication.

3 Cost

- If the GM permits, change or influence a significant detail of the situation in order to make a normally Impossible Challenge possible.
- Overcome a Moderate Challenge in the manner of your choosing.
- Overcome a Major Challenge with a Severe complication.

4 Cost

- If the GM permits, make a normally Impossible Challenge possible by changing well established facts or details.
- Overcome a Major Challenge with Slight complication.

Playing the Conspirators

It's important to remember that Conspirators are not extra characters for the players. Each has their own personality, traits, history, goals, and are also often NPCs that the players will interact with in their roles as pilots. Each player should be responsible for at least two Conspirators over the course of the campaign. When assigning Conspirators, players should be given notes containing critical information to playing the Conspirator, such as their history, important relationships, and goals. While this information should be brief, it should be enough to get a sense of the character and who they are portraying.

Often, Conspirators will know more about the hidden truths of the setting than the players themselves. Players may have to struggle to talk around such subjects, or even make up bogus techno-mystic babble in order to fill in the gaps of their knowledge. That's perfectly fine and produces the kind of hard-to-understand intricacies of an Evangelion setting. After all, Anno doesn't really know what he's doing either.

Setting the Scene

Every Intermission scene has a clearly stated Objective. The Objective can be anything from "Prepare for the Fifth Angel" to "Discuss the pilot's personal problems". The GM should take care to ensure that the players stay on the Objective for the scene. Small chatter or distractions are fine, but Intermissions are short, purposeful scenes meant to allow the players some influence on the world.

Ending the Intermission

When the players have achieved the Intermission's Objective or run out of Luck, the Intermission ends. How the scene ends is up to the GM, but some suggestions have been listed below.

Natural Conclusion: The GM allows the scene to play out until the players have decided they've had enough. This works well for scenes that are primarily focused on developing or examining the pilots.

Perspective Shift: The pilots enter the scene and the perspective switches back to them. This may see more use during Angel Preparation scenes, where the final pieces of the puzzle fall into place and the action returns to the stars of the show.

Smash Cut: The scene abruptly ends without any warning. This is best used to conceal important, plot sensitive information the Conspirators may have access to that you don't necessarily want the players to know yet.